

## AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions, and listings, of claims in the application:

### Listing of Claims:

1. (Previously Presented) In a system including a client that has a connection with a server, wherein the connection has a bandwidth and wherein the client has a memory, a method for displaying a video stream without suppressing the video stream, the method comprising:

the client connecting with the server to select and receive a first video stream, wherein the server stores the first video stream and a second video stream in the MPEG format, wherein the first video stream has a resolution that is higher than the second video stream such that more memory and resources are required to decode and process the first video stream than the second video stream;

the client decoding and processing the first video stream received by the client from the server, wherein memory and resources of the client are required to decode and process the first video stream;

the client monitoring the memory and resources of the client as the first video stream is decoded and processed to ensure that the client has sufficient memory and resources to decode and process the first video stream;

upon the client determining that the client lacks sufficient memory and resources to decode and process the first video stream, the client requesting that the server transmit only specified key frames of the first MPEG video stream, the key frames consisting of either (a) intra frames or (b) intra frames and predictive frames of the first MPEG video stream, wherein the client request to transmit only specified key frames causes the server to determine, for each frame in the first video stream, whether a frame in the first video stream is one of the specified key frames and which further causes the server to transmit the frame to the client when it is determined that the frame is one of the specified key frames and to drop the frame from the first video stream being transmitted to the client when it is determined that the frame is not one of the specified key frames; and

upon the client determining that the client lacks sufficient memory and resources to decode and process the specified key frames of the first video stream, the client requesting that the server transmit the second video stream, wherein less memory and resources are required to decode and process the second video stream than the key frames of the first video stream.

2. (Canceled)

3. (Previously Presented) A method as defined in claim 1, wherein the specified key frames consist of all of the intra frames and some of the predictive frames in the video stream.

4-8. (Canceled)

9. (Previously Presented) In a system that receives a video stream from a server over a connection that has a connection bandwidth, a method for displaying the video stream when the video stream requires more bandwidth than connection bandwidth, the method comprising:

a client connecting with the server to select and receive a first video stream in the MPEG format, wherein the video stream is available in one or more versions and wherein each version requires a different bandwidth, wherein the server also stores a second video stream in the MPEG format, wherein the first video stream is of a first version and the second video stream is of a second version, the first version requiring more bandwidth than the second version;

after receiving a portion of the first video stream and upon the client determining that the connection bandwidth is insufficient to support the bandwidth required by the first video stream, the client requesting that the server transmit only specified key frames of the first MPEG video stream, the key frames consisting of either (a) intra frames or (b) intra frames and predictive frames of the first MPEG video stream, wherein the client request to transit only specified key frames causes the server to determine, for each frame in the first video stream, whether a frame in the first video stream is one of the specified key frames and which further causes the server to transmit the frame to the client when it is determined that the frame is one of the specified key frames and to drop the frame from the first video stream being transmitted to the client when it is determined that the frame is not one of the specified key frames; and

upon the client determining that the connection bandwidth is insufficient to support the bandwidth required by the specified key frames of the first video stream, the client requesting that the server transmit the second video stream, wherein the second video stream requires less bandwidth than the specified key frames of the first video stream.

10. (Canceled)

11. (Previously Presented) A method as defined in claim 9, wherein the client is a set top box and further comprising assessing available memory of the set top box, wherein the available memory of the set top box affects which version of the video stream is selected by the set top box.

12. (Previously Presented) A method as defined in claim 9, wherein the client makes an additional request for specified key frames if the connection bandwidth changes.

13. (Previously Presented) A method as defined in claim 12, wherein making an additional request for specified key frames further comprises:

the client monitoring the connection bandwidth; and

the client requesting specified key frames such that the frames downloaded to the client depend on how much connection bandwidth is available.

14-21. (Canceled)

22. (Currently Amended) A computer program product for use in a system that receives a video stream from a server over a connection that has a connection bandwidth, the computer program product for implementing a method for displaying the video stream when the video stream requires more bandwidth than connection bandwidth, the computer program product comprising:

a computer ~~readable~~-storage medium having stored computer executable instructions for performing the method, the method comprising:

a client connecting with the server to select and receive a first video stream in the MPEG format, wherein the video stream is available in one or more versions and wherein each version requires a different bandwidth, wherein the server also stores a second video stream in the MPEG format, wherein the first video stream is of a first version and the second video stream is of a second version, the first version requiring more bandwidth than the second version;

after receiving a portion of the first video stream and upon the client determining that the connection bandwidth is insufficient to support the bandwidth required by the first video stream, the client requesting that the server transmit only specified key frames of the first MPEG video stream, the key frames consisting of either (a) intra frames or (b) intra frames and predictive frames of the first MPEG video stream, wherein the client request to transmit only specified key frames causes the server to determine, for each frame in the first video stream, whether a frame in the first video stream is one of the specified key frames and which further causes the server to transmit the frame to the client when it is determined that the frame is one of the specified key frames and to drop the frame from the first video stream being transmitted to the client when it is determined that the frame is not one of the specified key frames; and

upon the client determining that the connection bandwidth is insufficient to support the bandwidth required by the specified key frames of the first video stream, the client requesting that the server transmit the second video stream, wherein the second video stream requires less bandwidth than the specified key frames of the first video stream.

23. (Canceled)

24. (Previously Presented) A computer program product as defined in claim 22, wherein the client is a set top box and further comprising assessing available memory of the set top box, wherein the available memory of the set top box affects which version of the video stream is selected by the set top box.

25. (Previously Presented) A computer program product as defined in claim 22, wherein the client makes an additional request for specified key frames if the connection bandwidth changes.

26. (Previously Presented) A computer program product as defined in claim 25, wherein making an additional request for specified key frames further comprises:

the client monitoring the connection bandwidth; and

the client requesting key frames such that the frames downloaded to the client depend on how much connection bandwidth is available.

27. (Currently Amended) A computer program product for use in a system including a client that has a connection with a server, wherein the connection has a bandwidth and wherein the client has a memory, the computer program product for implementing a method for displaying a video stream without suppressing the video stream, the computer program product comprising:

a computer readable-storage medium having stored computer executable instructions for performing the method, the method comprising:

the client connecting with the server to select and receive a first video stream, wherein the server stores the first video stream and a second video stream in the MPEG format, wherein the first video stream has a resolution that is higher than the second video stream such that more memory and resources are required to decode and process the first video stream than the second video stream;

the client decoding and processing the first video stream received by the client from the server, wherein memory and resources of the client are required to decode and process the first video stream;

the client monitoring the memory and resources of the client as the first video stream is decoded and processed to ensure that the client has sufficient memory and resources to decode and process the first video stream;

upon the client determining that the client lacks sufficient memory and resources to decode and process the first video stream, the client requesting that the server transmit only specified key frames of the first MPEG video stream, the key frames consisting of either (a) intra frames or (b) intra frames and predictive frames of the first MPEG video stream, wherein the client request to transit only specified key frames causes the server to determine, for each frame in the first video stream, whether a frame in the first video stream is one of the specified key frames and which further causes the server to transmit the frame to the client when it is determined that the frame is one of the specified key frames and to drop the frame from the first video stream being transmitted to the client when it is determined that the frame is not one of the specified key frames; and

upon the client determining that the client lacks sufficient memory and resources to decode and process the specified key frames of the first video stream, the client requesting that the server transmit the second video stream, wherein less memory and resources are required to decode and process the second video stream than the key frames of the first video stream.

28. (Canceled)

29. (Previously Presented) A computer program product as defined in claim 27, wherein the specified key frames consist of all of the intra frames and some of the predictive frames in the video stream

30-35. (Canceled)